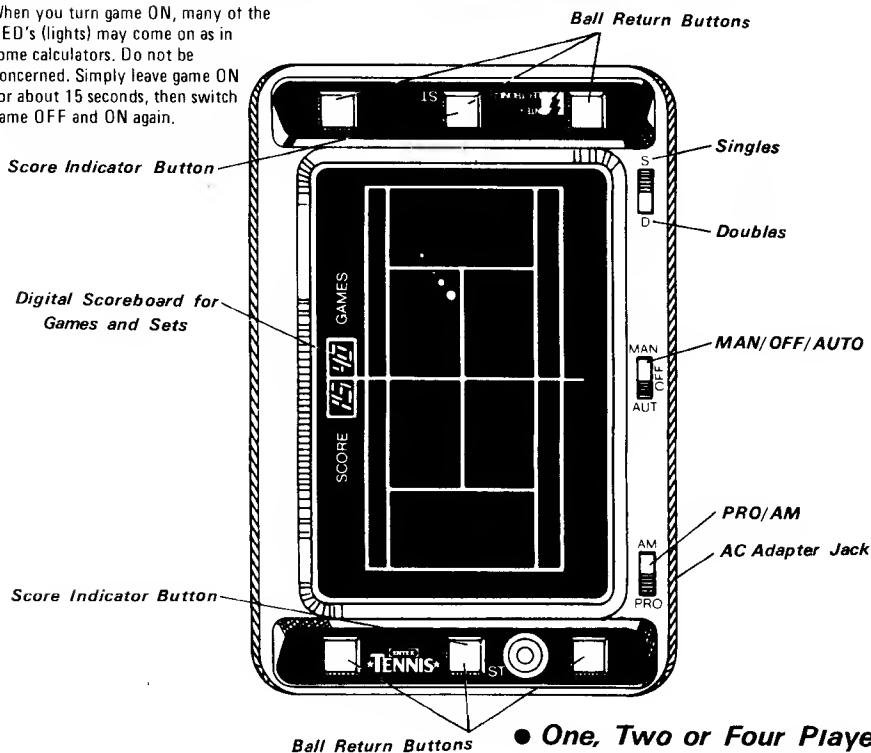




ELECTRONIC ★ TENNIS ★ HAND-HELD GAME

NOTE:

When you turn game ON, many of the LED's (lights) may come on as in some calculators. Do not be concerned. Simply leave game ON for about 15 seconds, then switch game OFF and ON again.



- One, Two or Four Players
- Electronic Sound Effects and LED Indicators

No.
6013
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Made in Taiwan Printed in Taiwan



Insert Batteries

Turn game upside down. Press down where shown and slide cover off. Insert 3 'AA' batteries (alkaline type batteries will last longer). Battery positions are indicated inside the battery box.



Object of the Game

Serve or receive the serve and attempt to return the ball and catch your opponent off guard so he misses the shot. Scoring is like real tennis. Scoring is 15, 30, 40, win. If the game is tied at 40-40 it's deuce and du-du is displayed. To win you must have a two point advantage. The game also keeps track of one full set. To win you must be the first to win 6 games. If the score is tied 6-6 then it's deuce and du-du is displayed. You must gain a two game advantage to win the set.

After the set is over the game starts over automatically.

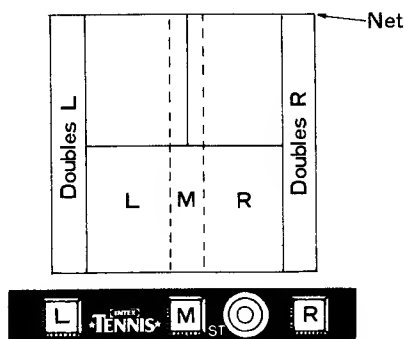


Control Buttons

- A) S/D — Select singles or doubles for two players or four. In singles only the inner court is used. In doubles the whole court can be used. (For manual play only.)
- B) PRO/AM — Pick your skill level.
- C) MANUAL/OFF/AUTO — Select manual (2 or 4 players) or automatic (1 player) or turn game off.

D) **BALL RETURN BUTTONS** — Each side controls three ball return buttons. These are used to serve and return the ball. For service an LED will light up at the end line representing the ball. To serve, depress the left or right button, depending on which LED is lit. The LED will blink and then go out (This represents throwing the ball up). When it lights up again push the button to serve. Timing is important as hitting the ball too early will result in a net ball and too late will result in a long serve. If you fail to hit the ball it will hit the ground as a bad serve. If you fail to make a good serve in two tries then you lose the point and service continues from the alternate side of the court. Each side serves one full game. Once the ball enters your court it can be returned. Depending on the position of the ball, one of the three return buttons is pressed. (See Fig. 1.)

Fig. 1. The left, middle or right button controls the illustrated area. In doubles the L and R button control the outer lanes.



As in serving, timing is important in hitting the ball. An early hit will go into the net, while a late hit will be long. If you try to "rush the net" your timing must be more precise than if you wait for the ball to reach the endline. As in real tennis, hitting close to the net is hard, but you can catch your opponent off guard if you are successful.

Remember, you can hit the ball anywhere in your court. You do not have to wait until it reaches the endline. If you fail to hit the correct button in time, the point goes to your opponent.

The middle return button is also used to display the game status. The score of the present game is always displayed before service.



Electronic Sounds/Lights

A) Digital scoring

Score — This is displayed at the end of each point until service is made. Scores are indicated as:

Lo	— Love
15	— 1st point
30	— 2nd point
40	— 3rd point
du	— deuce
Ad	— advantage

If you reach deuce with your opponent then du-du appears. Then when the next point is scored Ad-40 will appear. This continues until one player gains a two point advantage. The game is then over and the computer resets for the start of a new game at Lo-Lo.

Games — This is displayed as long as you hold down the middle ball return button and service has not been made. To win you must win six games with a two game advantage or if it is deuce (6 games each) then you must gain a two game advantage.

Games won are indicated as follows:

5-Ad-advantage to right hand team
du-du-game score tied
Ad-5-advantage to left hand team

It is important to note that Ad-5 or 5-Ad will always appear even if the team has won more than 5 games. Once the set is over the game automatically resets for a new set at Lo-Lo and 0-0 game score.

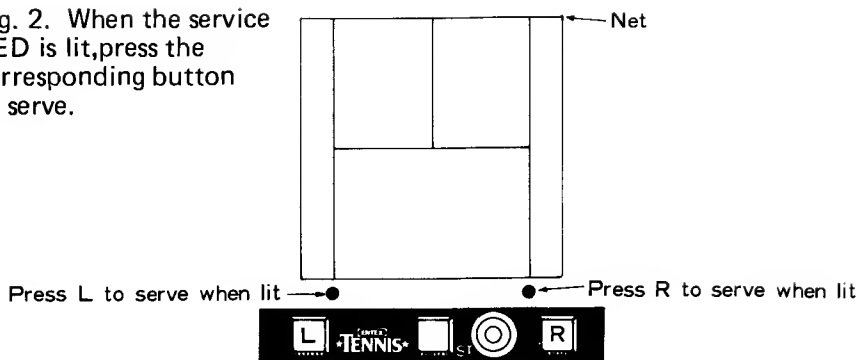
- B) LED Indicators — represent ball ready for service, ball in play, out of bounds and net ball.
- C) Electronic Sound — indicates service, return, net ball, out of bounds, missed ball, end of game and end of set.



How to Play

- A) Select PRO or AM — The pro mode increases the speed of the ball.
- B) Select singles or doubles (Manual mode only.)
 - 1) Singles — In singles play, only the inner court is used and the outer lane is out of bounds.
 - 2) Doubles — The full court is used. Balls that land in the outer lane are hard to hit, so your timing must be good. Also the middle return button is controlled by either player on the doubles team.
- C) Turn game ON— Selecting Manual or Automatic.
- D) 1) Automatic — Player controls the end with the word “Tennis” on it. Computer controls the other end. The player serves the first game, then it alternates after each game. The computer plays just like a second player-both serving and returning the ball. It is more accurate than the average player but not unbeatable. In the Auto mode the player can only play singles. Even if the switch is set to doubles the computer will ignore it.
 - 2) Manual — The side with the word “Tennis” on it serves the first game and then it alternates after each game.
With two players (singles) each player controls all three ball return buttons. With 4 players (doubles) each player on a team controls one return button and either one controls the middle button.
- E) To serve press ball return button corresponding to lit LED. Ball will flash and go out.
When it comes on again press the button again to serve. (Fig. 2)

Fig. 2. When the service LED is lit, press the corresponding button to serve.



- F) To return a shot press one of the three ball return buttons once it has crossed the net. (See Fig. 1).
- G) After one player has won the set (Press **ST** button to see the game score) the computer re-sets automatically.

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Care Of Your Game

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store.
- F. Do not unscrew back. There are no user-servicable parts.

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Note On Batteries

BATTERY LIFE : Be sure to turn your game OFF whenever it is not in use. We have done all we can to make your game economical, but micro-computers get hungry.

If L.E.D. lights or scoring device become erratic, replace the batteries with fresh ones.

IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game off when not in use to save batteries.

LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries Repair Center, 303 West Artesia Blvd, Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$15.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
**Entex Industries Repair Center
303 West Artesia Blvd
Compton, CA 90220**
3. Apply correct postage stamps and insure the unit; then mail.